



Vol. II No. 15

Dec. 28, 1979

### STUFF

MURDERING MINISTERS is a gamezine dedicated to the play of postal DIPLOMACY and other multi-player postal wargames. Sub rate is 12/\$4.00, see Game Openings Listing for gamefees. MM is published by Ron Brown, 1528 El Sereno Pl., Bakersfield, CA 93304; (805) 834-8409.

First of all, thank you for all the congratulatory notes concerning the arrival of my son, Corey. He's doing very well, thank you, as is his mother and I do believe that all of us here are very happy to be together. I trust that everyone is in the process of enjoying this Holiday Season to the extent that we are and let's hope that everyone begins this new decade in good health, wealth, and stolt (stealth). (Blew that one!) Corey is growing at a fantastic rate, already weighing 11 lbs. (he was 7 lbs. even at birth). Unfortunately, his dad's waistline is also growing . . . Oh well, I guess I know what my New Year's Resolution will be!

The first bit of news is that as of Dec. 14th, there are 34 players signed up for Bob Sergeant's Postal DIPLOMACY Tournament. The limit is 63 players, but the MINIMUM number of players required to begin the Tournament is 49. If the minimum number is not signed up by Dec. 31, the start of the tournament will be delayed for one month. This will enable DIPLOMACY WORLD to publicize it and hopefully bring in more players. If you are interested, send \$20.00 to Bob Sergeant, 3242 Lupine Dr., Indianapolis, IND 46224.

Michael Mills, publisher of ENIGMA MAGAZINE has compiled a listing of current DIPzines all over the world. If you'd like to know the address of a zine published in anywhere from the good ol' USA to Holland, ask Michael about getting a copy. In his current issue (#2) he also has an interesting article on an analysis of Austrian League 1901 openings. Michael can be reached at 3457 Naylor Rd, Medford, NJ 08120.

(Does SUEW ext pg)

Something else I used to talk about is my bookkeeping for used car & other vehicle options. I have made a mess of it and I know that some suits have dropped. Don't worry about it for now. I will figure it out one of these days and let you know what you owe. One thing I'm not worried about is making money on this, so please wait until I ask for \$ before you send any. I do believe that in the future, I will go the route that others seem to be taking and combine the sub rate in the future with gasolene so that one flat rate will take care of both for as long as you are a player in that game. Any comments on this?

I'd also like to apologize for the delinquency that I have had in responding to letters this past month. But I think that most of us have this same problem in December. There's so much going on at this time of year!

There is a great deal of talk going on lately about "Rating" systems for tournament DIPLOMACY. There are plenty of good ones around but I must admit that some are so complicated that unless you are a Math major (like Graham) or a Computer Programmer it is impossible to understand them. Of course there is the possibility that I am just too ~~stupid~~ stupid to comprehend them. Anyway, since everyone else is proposing them, I might as well put my two cents worth in and describe a method I like. I'm not sure who to give credit for this and I don't even know if anyone else has gone on record and proposed it before. But it is simply this: The scoring is on a point system. You score, at the point the game is called, 1 pt. for each center you own. Additionally, you score from 1-7 points for the place you finish. For example, if you end the game in second place with a 9 center France, you score a total of 15 pts (9 for the centers + 6 for 2nd place). Now progress to the next round and do it all over again. Let's say you have 5 rounds. The top seven point totals then make it the final game where whoever scores the most points wins. The beauty of this system, as I see it, is that it accomplishes the following: 1) It discourages shows involving several nations. If one board has this sort of thing going, the players are usually showing themselves and holding down their own point totals. 2) It gives credit for what should be the ultimate objective - do better than anyone else on your board. 3) It encourages stabbing - which is a vital part of the game and if you have a tournament devoid of it, you have a dull journey on your hands. If anyone has heard of this method employed before, I'd like to hear about it. Dave Graham, Jerry St.Germain, and Rick Flatto have seen this one before and I think they favor it. Any reactions? McIlinden? LaFosse? Lindsey?

#### MURDERING MINISTERS GAME OPENINGS

REGULAR DIPLOMACY - There are no current game openings but I am taking sign-ups for the next one. Have 2 signed up. This one will carry a flat fee of \$100.00 for the game + sub. until the game ends.

SUBMARINE - \$100.00 gas plus sub to \$110.00 for multi-player scenario. This game played with the WOODEN SHIP & CO. set only with submarines, destroyers, and a few other ships. Game played by VILSON DILL @ \$12.00 or more per hour. This game start soon as possible.

ETHICS - IS THERE SUCH A THING IN  
POSTAL DIPLOMACY?  
A DISCUSSION

(( Before I begin this article, let me preface it by saying that I received a letter from a player in this zine questioning something another player had told him in a letter; something that he doubted the propriety of. This set me thinking about exactly what is ethical in this great game.))

Article IV. #2 of the DIPLOMACY rulebook, THE RULES OF DIPLOMACY, state: "During diplomacy periods, a player may say anything he wishes. . . . The conversations usually consist of bargaining or joint military planning, but they may include such things as exchanging information, denouncing, threatening, spreading rumors, and so forth. Public announcements may be made and documents may be written and made public or not, as the players see fit. The rules do not bind a player to anything he says; deciding whom to trust as situations arise is part of the game."

That is kind of wide open. The rules say that ANYTHING can be said. With this in mind, consider the following letter:

"I'm enclosing a copy of a letter from the Turkish player in MM-49 ((I'd rather not reveal the game for obvious reasons)) that was sent to me. I would like some clarification for my own private information.

He mentions you discussing the Austrian player's abilities with him. This doesn't sound ethical to me, if true, since you are the gamemaster, in effect the neutral referee.

But if it is true: can anyone request this information on the other players? What is given to one should be available to all.

If it is not true: is it (mentioning the gamemaster's opinion) a legitimate piece of negotiating, coming under I suppose lies, deceptions, and nefarious schemes (!). But if it is legitimate, it seems to strike at the basis of the fairness in refereeing. . . ."

The letter that is being referred to that I received a copy of says at one point:

". . . Ron tells me . . . ((the Austrian player)) . . . is even more novice than I am so diplomacy with ((the Austrian player)) will be more effective I suppose . . ."

I sent the player who made the inquiry the following:

". . . Your letter was very interesting to me because it hits on a controversial topic in DIPLOMACY circles: ETHICS. What is fair or not fair (unfair?) in a game which specifically states that ANYTHING goes unless it is specifically ruled out in the rulebook itself? An interesting topic for discussion and there are many various opinions on the matter. So there is no right or wrong answer to your inquiry. All I can do is state the facts I am aware of and then give you my opinion.

. . . As far as me discussing players' abilities with the Turkish player, it is simply not true. However, is there anything wrong with him telling someone I did? Here's MY opinion: No, anything goes short of what I would call "cardinal sins": anything NOT allowed in the rulebook, playing more than one country in one certain game, sending orders for a country other than yours and attempting to pass them off as authentic, and Black Press (which many publishers not only allow, but encourage,

which is OK but that's a whole new ball game.) So, in short, I don't blame him for saying what he said, but no, I didn't give him any advice. . . ."

To which I received the following reply from the original player:

"I have decided in my own mind that it should be allowed, even encouraged, to have players involve supposed comments by the GM in their communications. In a game where "anything goes unless it is specifically ruled out by the rulebook" and lying is an acceptable way of achieving goals, at least now we have a litmus test for truth if any player mentions the GM in any way.

The GM is required by the rulebook to be "strictly neutral" and the CDC code of Ethics for GM's says the GM will "try to deal fairly and honestly with players at all times" and "will not try to give one player advantages not available to other players, where such advantages can be easily prevented."

Any player who bandies about supposed GM comments about another player in the same game, does so at his own peril. He will be known to be a liar and anything else he proposed will be taken with more than a grain of salt. The GM is above reproach, unless he decides to follow the Oaklyn ((Trestick)) trail and I doubt many would. Thanks again for your prompt reply."

My opinion of this particular situation is pretty well expressed in my letter above. I don't think a GM should say anything to anyone in a game he is running that would have ANY effect on that game. I agree with the quote above from the CDC on the matter. But the fact that a player can say anything he wants is right there in the rulebook. Another thing though, is how could a publisher really know about the experience level of a player? By rough count, there are at least 50 DHPzines around. So, I knew that I wouldn't take someone's word about a player's ability. In conclusion, I feel a player can say anything. But as the rulebook says, ". . . deciding whom to trust as situations arise is part of the game." Any comments?

\*\*\*\*\*  
REFOUNDER 4

Jack Shatto sent the following letter: "Cancel the Kingsmaker. Just not enough interest. I never got anything from Palter, only one from Jane, and the last one only got Mooney's and yours. Yours I couldn't take because I never got Bolin's ((Phrogue; now; my orders were conditional based upon whether or not he executed a couple of my nobles)). It's a waste. Do you wish me to refund \$10?"

I told Rick to forget the 10\$, I'd reimburse the players at my own expense if it became necessary. But I need to hear from the players on what you guys wish. Ramon Lazaro has offered to take over the game in his TOUCHE if we wish to continue. But I haven't yet received the stuff from Rick to forward to him. Would it be better to start a new game? Please let me hear from you or else this game will die.

by  
John Michalski

My own experience with 3-ways has been less than overwhelming in persuading me to go with them. They make for a good setup of Germany and France by England, as is the case in 78HT, where my Germany new consists of A VIE in 1906, for instance. Everything started great: France moved on E Italy, England and I headed for Russia. In F'02, I was to assault Warsaw with my new A PRU, A SIL, and use F BAL to convoy English A DEN-LIV. Great. Then England hit me, taking KIE and HOL, while Russia ~~attacked~~ me off WAR, and an inconspicuous Italian A TYA too MUN. I was left with Berlin and Belgium long enough to first puppet, then escape into Austria. Poor France was honestly deployed in the Med, and had no defense when those new English builds came HIS way. Branner's England should win that one soon.

77Y was a little better. My Germany (again) knew no one, and it was my first Germany. I proposed a 3-way as a negotiating feeler, but surprisingly, everyone accepted!! So off we went. Just as England and I deployed on the north board, France NMR'd out, and it became a race to see whether we or Italy would get the most of the French collapse. That game ended in an E-G-T draw.

Well, 77Y had been going awhile when I started as my first Russia in a CLAW AND FANG game. The 3-way was working in the west, so why not the east? I proposed a 3-way to Austria and Turkey. They thought I was nuts, both attacked, only a quick turn on Turkey saved me. I spent most of the game as a two center puppet to Austria and Italy, and ended as a four by gains in Scandinavia, third to an A-I draw. I don't recall the Beardman Number, but I did learn that there IS no such thing as an Eastern 3-way, unless it be a three season I-A-R charge on Turkey. The 4th season or 5th sees an I-R charge on Austria, or an A-I war at the very least.

In 78HC, I proposed a 3-way (as a stinking Germany again!) only to have France call it as a pure English-German smokescreen in 1900, and fight E-G to the bitter end. Despite Italy gaining WAR in Fall '01 with my help, France has only now vanished in E F'04.

My conclusions: 1) As Germany, always propose them, but make a firm deal with one or the other under the table. 2) As England, always accept them, then take out the others one at a time. 3) As France, always accept them, and take Munich in 1901.

(( Thanks, John, for sharing your insights on this topic with us. I found your observations to be extremely interesting, and your conclusions quite logical. However, I would like to throw in a conclusion of my own. Every game is an entity unto itself, and therefore while generalizations are fun and very useful, it by no means is going to be 100% true in all cases. Under the right circumstances, a 3-way alliance can be a winning combination with the game either ending in a 3-way draw, or the members of the alliance can fight each other for the honor of the win after all other opposition has been swept aside. It is true that the right circumstances necessary for it to work are rare indeed, but truly it is not impossible. Again, thanks for the wise words and the time you took to put your ideas on paper and send them along!))

Michael Willis, 9477 1st Ave Rd., Andrews, MI 49310

Dear Potential Publisher:

I am collecting data on zines involved with DIT, warlike, strategy, and fantasy games for a directory to be printed this summer. Since the cost of sending this form to each publisher is prohibitive, I am asking that before you fill in the info on your zine, that you make copies of this form to each publisher k with which you trade, sub, or play in. After filling in the form, please send it to the address above.

The Zine Directory will be available for postage and a small fee to defray expenses. A notice will be sent to several publishers when it is available.

\* \* \* \* \*

Name: \_\_\_\_\_ Publisher: \_\_\_\_\_

Address: \_\_\_\_\_

Telephone: \_\_\_\_\_ Memberships: \_\_\_\_\_

Ave # of pgs/issue: \_\_\_\_\_

Format: (8½ x 11 open page; Digest form; or \_\_\_\_\_)

Reproduction: (Xerox/Mimeo/Spirit), or \_\_\_\_\_

Games in zine: \_\_\_\_\_

Subscription Rates: \_\_\_\_\_

Game Fees: \_\_\_\_\_

MMR Deposit(s)? and Amount: \_\_\_\_\_

Frequency of Publication: \_\_\_\_\_ Guest CMs? \_\_\_\_\_

1st date of Publication: \_\_\_\_\_ Subline(s): \_\_\_\_\_

Guest CMing for what games: \_\_\_\_\_

Other facets worth mentioning: \_\_\_\_\_

Comments, Requests, Etc: \_\_\_\_\_

# STARTS (1901)

by

John H. Masters

I am developing a computer program to keep track of DIPLOMACY games. One aspect of this is the ability to give the player (in the games tracked) a percentile ranking of how he is doing in comparison to others playing the same country.

All eight games in MURDERING MINISTERS are being tracked among a total of 37 games (at the present time). Using these 37 games (all of which began in 1979, or shortly before) plus 20 completed games, I am able to produce a percentile ranking for each player in each game. The rankings for MM games, after the 1901 season follows:

1. Rodriguez (T 78II)	97	26. Shelton (I 79HN)	60
2. Howard (T 79HN)	97	27. Bumpas (G 79G)	53
3. Sulzberger (G 79AN)	95	28. Linsey (G 79CF)	53
4. Smyth (I 79AN)	93	29. Schilling (T 79CW)	49
5. Masters (T 79AN)	93	30. Haffey (E 79AN)	45
6. Shatto (A 78II)	89		
7. Arnett (R 79AI)	88	31. Hawkins (E 79CW)	45
8. Hefti (I 79CF)	83	32. Williams (I 79CW)	44
9. Carson (A 79AN)	81	33. Chuan-fang (F 79G)	43
10. Mueth (A 79CW)	81	34. Garrett (A 79AI)	40
		35. Laing (A 79HN)	35
11. Haehnel (R 79CW)	80	36. MacWhinney (G 79AI)	40
12. Masters (G 79HN)	76	37. Michalski (T 79G)	27
13. Hartman (F 79HN)	75	38. Seybed (T 79CF)	27
14. Struckman (F 78II)	75	39. Kelly* (I 78G)	26
15. Masters (E 79AI)	73	40. Graber (E 79G)	25
16. Mooney (I 79AI)	70		
17. Smyth (T 79AI)	70	41. Sherwood (E 79CF)	25
18. Aneta (A 79CF)	68	42. Pilant (G 78II)	22
19. Agosta (A 78II)	68	43. Sparling (F 79AI)	20
20. Michalski (E 78II)	63	44. Mueth (R 78II)	11
		45. Burnett (R 79HN)	11
21. Carnody (E 79HN)	63	46. Palter (F 79AN)	11
22. Schlickbernd (R 79G)	61*	47. Barker (G 79CW)	10
23. Kerehner S. (R 79CF)	61	48. Rodriguez (F 79CF)	3
24. Lee (F 79CW)	60	49. Webb (R 79AN)	3
25. St.Germain (I 78II)	60		

\* Player of record for 1901, although didn't complete the year.

These percentiles allow for supply centers owned as a numerical basis only. They do not make any allowance for actual positions occupied. In 1901 only, an allowance is made for neutral centers left; thus for instance, a four center England will have a higher percentile ranking when there are still four neutral centers left open than when there are only two left open or when there are none.

Percentiles rankings of this sort have a few advantages over various rating systems which rate the games that have ended. You don't have to wait

(Don't next pg.)

until the game is over to see how you are doing in a relative sense. Also in this system a person playing Italy, for instance, is competing only against others playing Italy, not against others playing different countries. This system could also provide a basis for rating standby players. The standby could obtain his rating on the basis of how he improved the percentile ranking for the country he took over (or how he deproved it) for the years that he had it.

For the MURD'RING MINISTERS games, it is quite interesting that Turkish and Austrian players have done very well while French players have done very poorly -- in contrast to players in other sines. It is also very interesting that Al Rodriguez tied for the best MM rating with his play of Turkey in 1978II, but also tied for the poorest MM rating with his play of France in 1979CF.

Most of ~~these~~ these games ~~now~~ are now well advanced beyond 1901, and anybody looking at current positions in some of the games can readily see that a good start (as indicated by a good 1901 percentile here) is no guarantee of a ~~next~~ good game to ensue. Also a poor 1901 start, has often turned into a better game. The point of the game is obviously to finish well, not necessarily to start well -- thus the starting percentiles are interesting, but no strong emphasis should be made on them.

I have currently programmed the computer to provide percentiles for the first three seasons and I will be able to accommodate up to about 73 games in the programs. It will take an additional program to add subsequent years, which is being undertaken. In a future issue of MM, I will give the percentiles for 1902 and each succeeding year in due course.

#### READERS' RHETORICAL REPLY'S

(( from Dick Martin, publisher of REPALIZATION: ))

Congratulations! Is Corey your early Xmas present? Just wait until you hear his first words, "Army Budapest to Serbia."

On a more serious note, the Schlickbein letter hit somewhat of an exposed nerve. Having played with Kelly, I can sympathize. However, he hasn't even bothered to threaten me, he is just suiciding out. And to think, he had a completely viable position . . .

Personally, I would not allow him as a standby. At least Bruce took the time to resign, rather than just fade away. A bit callous perhaps, but honest and blunt anyway . . .

Happy Holidays!  
Dick

(( Thanks for the congratulatory note and again to all those who sent them! Corey is really doing well and growing like you can't believe. I doubt if I ever again receive as nice a Christmas present. Re: the Schlickbein affair; you are right, he could have just RMR'd out and faded away but he did have the guts to let me know. However, I wished he had not waited until the last second to decide to do it and it put me in the kind of bind he did. If he had the courtesy to let me know right away, he wouldn't have been listed as the starting player of record either, which would have made him feel better, too. But no use crying over split milk and

(Gen 8, pg. 13)



THE CONTEST: ON BOIT

1979AI WINTER 1903

Austria- A Gre disbands, A Tya-r-BOH Italy- No adjustments  
 England- Builds A EDI, F LON, F LPL Russia- Builds A SEV, A MOS, A WAR  
 France- HER- GM removes A Ruh-disbands Turkey- A Arm disbands  
 Germany- F StP-r-OTB

SPRING 1904 RUSSIANS SEIZE NORWAY AS FRENCH GENERALS TAKE HOLIDAY!

Austria (Garrett): A Boh-VIE; A PIE-Tus; F NAP-H.  
 England (Masters): F Lpl-IRI; F LON-H; A Edi-HOL; F NTH-c-A Edi-Hel; F BEL-Pic;  
F POR-Spa(sc); A Nwy-SWE; F Den-HEL.  
 France (Sparling)\*: NMR! A BUR; A GAS; A SPA; F PIC; all held.  
 Germany (Kuszynski): A MUN-Kie.  
 Italy(Mooney): A TYA-H; A TRI-s-A Tya; A VEN-Tus; F ION-Nap; F AEG-Bul(sc).  
 Russia (Arnett): A StP-NWY; A SEV-Arm; A MOS-Sev; F Con-BLA; F RUM-Bul(xec);  
 A BUD-s-A Ser; A SER-s-A Bud; F KIE-s-English A Edi-Hel;  
A SIL-s-Austrian A Boh-Mun/NSO; A War-PRU.  
 Turkey (Smyth): F ANK-Arm; F Smy-CON.

Turkey (Smyth):  
 Fall 1904 due 1/25/80

1979AI Press-

LONDON-MOSCOW: We can get along just fine as long as you keep "Crazy Victor" and "Looney Nikolai" in the south "walking on the black sea." They would find northern waters hard to walk on -- what with all of these little blue blocks of wood floating around up here.

MOSCONIAN PRESS: The wars are over, announced a high official today. The nation is requesting peace with all. All one must do is request the psacs agreement, smoke the long pipe, and last but not least, sign on the dotted line.

GREECE: What the hell . . .

ICELAND: KKK, or Kaiser Kuszynki (the middle K is silent) is reportedly taking refuge at a bachelors party on the German Embassy compound in Iceland. It is believed that plans are being laid to discard Diplomacy and OKTOBERFEST Europe instead. Free beer to leaders whose troops abandon Germany and reduced prices to leaders with big Jugs (Beer Jugs), can carry forty mugs and need a job.

SEVASTOPOL-TURKEY: Official request of surrender is hereby asked for. Lay down your arms and allow us to execute all. It won't hurt! We promise to make it quick!!! Love from the Russkies.

\* Would Al Rodriguez, 2613 So Eye St. x Bakersfield, CA 93304 please submit standby orders for France?

\* \* \* \* \*

1978II FALL 1906 GM BITES THE BIG ONE - DELAYS GAME!

Last time Italian A PIE-Tya should have been A Pie-TYA. Moves on file for A-E-G-R-T. John Kelley please submit new orders for Italy. Austria is now being played by Ren Kelly, #314, Richmond Hwy., Alexandria, VA 22303. Fall 1906 due 1/25/80.

\* \* \* \* \*

Is it true that the next DIPCON will be held in Ann Arbor this year? Anyone have more details?

\* \* \* \* \*

1979HN Fall 1902

England (Hartman): F Ber-BER; F For-BER; F For-BER

France (Hartman): F Ber-BER; F For-BER; F For-BER

Germany (Hartman): F Ber-BER; F For-BER; F For-BER

1979HN Fall 1902 ENGLISH FLEET BOMBARDS BREST - FORCE GERMAN RETREAT!

Austria (Hartman): F Ber-BER; F For-BER; F For-BER

England (Hartman): F Ber-BER; F For-BER; F For-BER

France (Hartman): F Ber-BER; F For-BER; F For-BER

Germany (Hartman): F Ber-BER; F For-BER; F For-BER

Italy (Hartman): F Ber-BER; F For-BER; F For-BER

Russia (Kuszynski): F Ber-BER; F For-BER; F For-BER

Turkey (Hartman): F Ber-BER; F For-BER; F For-BER

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979HN Fall 1902

1979H0

\* unless Turkish A Rum-r-Ser, then even

\*\* unless Turk A Rum-r-Ser, then even. (Hey, I already said that!)

1979HN Press-

FRANCE-ENGLAND:

What brand of watch are you using to make time come?

GERMANY-ITALY:

If you moved to Munich, I am dead!

1979H0 FALL 1901 RUSSIA AND FRANCE LOSE HOME CENTERS IN 1901:

Austria (Tucker): F Alb-GRE; A SER-s-F Alb-Gre; A TRI-Ven.

England (Staley): A YOR-Hol; F NTH-c-A Yor-Hol; F Nwg-NWY.

France (Williams): A SPA-H; A Pic-PAR; F Mid-POR.

Germany (Blank): A Bur-MAR; A KIE-Hol; F DEN-Swe.

Italy (Barker): ~~XXE~~ A PIE-s-German A Bur-Mar; A ROM-Ven; F Tys-TUN.

Russia (Coughlan): A STP-Swe; F BOT-c-A Stp-Swe; A Ukr-GAL; F Bla-RUM.

Turkey (Kuszynski): A BUL-s-Russian F Bla-Rum; F Con-BLA; A Arm-SEV.

Winter 1901 due 1/25/80.

1901 SUPPLY CENTER CHART

Austria- Home, SER, GRE.....	(5)	+2
England- Home, NWY.....	(4)	+1
France- Bre, Par, <del>Mar</del> , SPA, POR.....	(4)	+1
Germany- Home, DEN, MAR.....	(5)	+2
Italy- Home, TUN.....	(4)	+1
Russia- StP, War, Mos, <del>Stp</del> , RUM.....	(4)	0
Turkey- Home, BUL, SEV.....	(5)	+2

1979H0 Press-

VIENNA: Do Puppets work with strings attached?

ST. PETERSBURG: Two items of note are keeping this northern capital abuzz with excitement. First, the Tsar says the name "St. Petersburg" may be changed to "Petrograd" by next spring if \_\_\_\_\_ (History buffs out there can fill in the Blank).

And second, at a lavish state dinner in the Winter Palace, the Tsar and his guests were entertained by a gypsy fortuneteller from Galicia who specializes in predicting the future.

The Galician gypsy, a new subject of the Tsar, said that a German-Italian invasion of France could not possibly be successful before 1940. The gypsy said, "I see the word 'Axis' and in this 1940 war, Italy will hold back and let Germany do all of the work."

Then, the Tsar turned to the Italian ambassador who was seated on his right and said, "At least that much of the prediction is true now, in 1901. Could it be part of a 'piano sicurissimo'?" (Correspondent's note: The Tsar's phrase is Italian for "feel-proof plan").

Then, the Italian ambassador angrily stalked out of the banquet hall. The German ambassador, on the Tsar's left, looked puzzled or perplexed until the Italian ambassador momentarily returned and led him out of the hall (some witnesses said by the nose).

Later the Italian ambassador asked for a private one-on-one meeting with the Tsar. He informed the Tsar that Italy and Germany are breaking diplomatic relations with Russia.

1979CW WINTER 1902

Austria- No adjustments

England- Build F LON

France- No adjustment

Germany- Build A BER

Italy- No adjustments

Russia- F Nwy-r-SKA, F Rum disbands

Turkey- No adjustments

(1979CW Con't next pg.)

19779CF FALL 1903 ITALY CONQUERS SPAIN! HAS ANYONE SEEN THE CZAR?

Austria (Falter): A Vie-GAL; A RUM-s-A Vie-Gal; A SER-s-A Ruz; A BUD-s-A Rum;  
F GRE-s-Italian F Ion-Aeg.

England (Sherwood): F NTH-H; F ENG-s-F Nth; A YOR-H.

France (Rodriguez): A GAS-Par; A BRE-s-A Gas-Par; A Spa-Mar/d/-x-Per,OTB;  
F Por-Mid/NSU/; F MID-H (unordered).

Germany (Dineey): A PIC-Bre; A PAR-s-A Pic-Bre; A Bel-BUR; F Hel-BEL; A Den-HOL;  
F HEL-c-A Den-Hol.

Italy (Hofstl): F Lye-SPA(sc); A MAR-s-F Lye-Spa(sc); F MES-s-F Lye-Spa(sc);  
A ALB-s-Austrian F Gre; F Ion-AEG.

Russia (Kerchner)\* NMR! A NWY; F BAR; F MSWE; A WAR; A UKR; F BLA; CM removes  
A Rum-r-OTB as an unordered retreat.

Turkey (Tucker): A BUL-H; F Aeg-CON; F Con-ANK; A Ank-SMY.

Fall 1903 due 1/25/80.

1979CF Press-

VIENNA-ROME: The Emperor hopes that your offerings of peace will not continue  
to be brought to our border by your entire army and navy.

BERLIN: The Kaiser proclaims that all French bastards who have set foot on  
German soil are either dead, captured, or running very fast towards the border.  
It is hoped the French stay in Belgium will be a short one.

\*

\*

\*

\*

1979CF FALL 1903 ITALY CONQUERS SPAIN! HAS ANYONE SEEN THE CZAR?

Austria (Falter): A Vie-GAL; A RUM-s-A Vie-Gal; A SER-s-A Ruz; A BUD-s-A Rum;  
F GRE-s-Italian F Ion-Aeg.

England (Sherwood): F NTH-H; F ENG-s-F Nth; A YOR-H.

France (Rodriguez): A GAS-Par; A BRE-s-A Gas-Par; A Spa-Mar/d/-x-Per,OTB;  
F Por-Mid/NSU/; F MID-H (unordered).

Germany (Dineey): A PIC-Bre; A PAR-s-A Pic-Bre; A Bel-BUR; F Hel-BEL; A Den-HOL;  
F HEL-c-A Den-Hol.

Italy (Hofstl): F Lye-SPA(sc); A MAR-s-F Lye-Spa(sc); F MES-s-F Lye-Spa(sc);  
A ALB-s-Austrian F Gre; F Ion-AEG.

Russia (Kerchner)\* NMR! A NWY; F BAR; F MSWE; A WAR; A UKR; F BLA; CM removes  
A Rum-r-OTB as an unordered retreat.

Turkey (Tucker): A BUL-H; F Aeg-CON; F Con-ANK; A Ank-SMY.

Winter 1903 AND Spring 1904 due 1/25/79 (I knew I'd do that! It's 1980 now of course!)

Would Paul Smyth, 1328 Kenwood Rd, Santa Barbara, CA 93109 please submit standby  
orders for Russia? Much thanks to Arnett and Grabar for their standby orders which  
(thankfully) were not needed this time!

1903 SUPPLY CENTER GIANT

Austria- Rome, Ser, Gre, RUM.....	(6)	+1
England- Rome.....	(3)	0
France- Bre, <del>Spa</del> , Per, <del>Por</del> .....	(2)	-2
Germany- Rome, Hel, Den, Bel, PAR.....	(7)	+1
Italy- Rome, Mar, Tun, SPA.....	(6)	+1
Russia- Rome, <del>Rum</del> , Swe, Nwy.....	(6)	0
Turkey- Rome, Bul.....	(4)	0

1979CF Press-

CON-GERMANY: Watch the mail! It's my ass!

GERMANY-ITALY: You are going to ally with Turkey? I wouldn't trust him as  
far as I could thrust him!

VIENNA-ROME: The strings on this puppet pull well as you see.

CON-VIENNA: How's that for theory?

GERMANY-WORLD: I'm now selling Eiffel Towers for one mark apiece.

CON-MOSCOW: Remember my letter!

\*

\*

\*

\*

\*

1979AN WINTER 1980

Austria- Builds A TRI, A VIE

England- Build F LON

France- No Adjustments

Germany- No adjustments

Italy- A Mar disbands

Turkey- A Mos disbands

1979AN SPRING 1980 TURKISH VISAS ONCE AGAIN TURNED DOWN BY ITALIANS AS GERMANS TRY TO MAKE GOOD THEIR BOAST TO TAKE ON ALL!!

Austria (Carson): A VIE-Boh; A Tri-TYA; A XGAL-Sil; A War-UKR; A Bul-RUM; A SER-s-A Bul-Rum; A Con-SMY; A Ank-ARM; F Gre-ION.

England (Haffey): A Liv-MOS; A STP-s-F Nwy; F NWY-s-F Lon-Nth; F Nwg-EDI; ~~XXXXX~~ F LON-Nth; F Bre-ENG.

France(Palter): A GAS-s-F Spa(sc); F SPA(sc)-s-German A Bur-Mun(imp-H).

Germany (Suleberger): A PAR-H; F SKA-Nwy; A SWE-s-F Ska-Nwy; F NTH-s-F Ska-Nwy; F HOL-s-F Nth; A Pru-WAR; A SIL-Boh; A Bur-MUN.

Italy (Smyth): F Mid-IRI; F WES-Tun; A Pie-VEN; F NAP-Apu.

Turkey (Masters): A SEV-s-English A liv-Mos; F TUN-H; A ALB-Apu; F ADR-c-A Alb-Apu.

Fall 1980 due 1/25/80.

1979AN Press-

VIENNA: After much thought, the Emperor has put the finishing touches on his Christmas list. For the British Prime Minister: Moscow, although some Turkish rabble might have to be swept off the streets first. For the Kaiser: A week in Warsaw, since the city's vacancy is only temporary. For the people of France: His majesty's sympathy. For the Italian navy: The entire Austrian fleet ready to help re-take Tunis. For the scattered Turkish forces: An ultimatum to convert to the true faith or perish, since Islam does not observe the celebration of Christmas.

BORDEAUX: Lacking a convenient English boot to lick, we will now lick a German one.

TUNIS: The establishment of a new world power was announced today. The Kingdom of Tunis. The new Sultan Pretender to the Tunisian throne commands a far flung empire stretching from Moscow to North Africa. Other world powers are invited to establish embassies in Tunis.

LONDON-TUNIS: Thank you for the gift, I will make good use of it against Germany.

BERLIN: Berlin to the Traveling Turkish Minstrel Show: Never had any second thoughts, to me there is more fun in a challenge than in gloating. To each his own.

LONDON-BERLIN: Do you think you can really fight all of us at one time?

\*

\*

\*

\*

\*

RRR (con't from pg. 8)

carrying on about it. I am willing to forgive and forget, and I hope he is too. Actually, I carry no malice towards him at ~~xxxxxxxxx~~ all concerning his resigning from the game; I just wanted to get the facts straight with everyone. However, what pisses me off is the letter he sent to Michalski referring to MY abilities as a GM of which he couldn't have any knowledge. I mean, how could he? He resigned the day of the deadline for SPRING 1981 for Chrissakes!! Add to that, the fact he couldn't remember my name (despite the fact I've met him twice face to face at conventions) and I'm sorry but my feelings towards Mr. Schlickbernd haven't changed. One more letter from John Masters on this subject follows on the next page . . . ))

\*

\*

\*

\*

\*

THE FOUR ORCCONS OF THE APOCALYPSE is another name for the 4th Annual Orange Co Simulations Conventions sponsored by The Armchair Strategists Club. This year's Con will be held January 18, 19, 20th at Calif. State University, Fullerton. Admission is \$6 in advance, \$8 on day of convention. I don't know if a DIPLOMACY tourney is planned but there will be "numerous tournaments" and D&D. For more info: University Activities Center, The Armchair Strategists Club, Calif.State Univ. Fullerton. CA. 92634.

((From John Masters))

Regarding Bruce Schlickbernd. I had the opportunity to meet Bruce at Dinkiecon in LA in August of this year. 1979 was the year for Schlickbernd to organize Dinkiecon -- and I am sure that this had a lot to do with it being the poorest organized and poorest attended Dinkiecon ever. Schlickbernd's sole organizational effort was to place a notice in CLAW AND FANG giving the date for the Con. When he himself showed up three hours late. His style of play at Dinkiecon told me a great deal about his character in general, all of which confirms his attitude towards the DEMO game in MM. At Dinkiecon, where there was but a small group of people for face to face play with no trophies, prizes of any kind, or even a record kept of the games -- it would seem that a person would want to play it a little loose and open, working in alliance with different people in different games (Schlickbernd played in three games, all of which involved five of the same people). But not Schlickbernd, he would not break from his prearranged alliance in any game. In the "bad" one where he drew Italy, and was not in a position to work closely with his two allies (the same two in each game) he quit and left early leaving the game generally screwed up for everybody else. To summarize all of this, I do indeed agree with your statement in last month's zine; Bruce E Schlickbernd is indeed an asshole.

((Well, what can I say? I had doubts about publishing your letter in the zine, John, because I don't want MM to become the platform for which to launch character defamation. However, you are not name-calling; you are merely listing the facts as they occur and then drawing your own conclusions. I don't consider people to be assholes without good cause, and I think your information helps confirm to me the character (moral) of Mr. Schlickbernd. I won't say anything else, but will keep it for now and let all who knew Bruce make their own decisions. Thanks for taking the time to write. . . ))

\*

\*

\*

\*

\*

HOW TO OPEN COMMUNICATIONS IN DIPLOMACY (Part 1)  
by  
Dan Falter

((This article was first printed in COMMAND #15, February 11, 1977, published by Dennis Agosta, now residing at 14 Shadyside Ave., Dumont, NJ 07628, and re-printed with permission of the author))

The first shock most new wargamers run into when confronted with a personal interaction-type game like DIPLOMACY is the need to say something to the other players. If you're learning FTF there's little trouble; you can watch the other players hiding in the corner and sort of get the idea of what's supposed to happen. Postal DIPLOMACY is another story.

For a postal game you've got to negotiate with nothing to go by but words on a piece of paper. This leaves out all of the usual clues of facial expression, tone, etc. that let you try to guess someone else's real meanings and they yours. So the first thing to remember in your opening note is to talk to the other person, not posture. Abound posturing is a part of the hobby but it belongs in prose, not in your opening negotiations. Mention your previous experience, what countries you enjoy playing, anything. While this doesn't always win a prospective ally

(Con't next pg.)

over, it leaves the door open a lot better than the more normal "Give me Greece and Serbia or I'll blow your brains out." The second major question is who to write to. Most novices tend to write only to make major propositions. A few take the reverse track and write to everybody regardless of reason or merit. Reality is somewhere in between. Obviously, at the beginning of a game France and Turkey, or Austria and England usually have little to say to each other. However, contacts go beyond your immediate neighbors. England and Turkey both have a common interest in the other's policy towards Russia. Similarly, a wise Russian usually wants to know the strategies of France and Italy, especially France as if there is no France-German land war, Germany will have to do something with those extra armies, and Warsaw often looks more tempting than Vienna. So, for the basic rules of thumb, Russia should write to everybody; France need only contact Russia, Germany, and England but may want to waste a line on Italy; Germany should write to all of her neighbors but need only notice Austria and Turkey if she plans to invade Russia (Italy can be informed of a Tyrolean neutral zone by press if you don't want to waste the stamp); England should contact everybody except Italy as England cannot avoid contact with Russia in Scandinavia and therefore needs to know Russia's southern situation other than through Russia; Turkey should contact her immediate neighbors plus Germany and England to see what is going to happen in the Baltic; Austria need only concern herself with Italy, Russia, and Turkey; Italy really doesn't have to talk to anyone but would be wise to open discussions with Austria or Turkey to see if some arrangement on Greece can be worked out.

You should notice from the above that needs for communication are not always balancing -- sometimes people will write to you who you wouldn't ordinarily write to. What to do then? Basically, hang loose and see what they have to say. For example, France's interest in Italy as a possible ally against Germany is usually far greater than Italy's wish for such a campaign. Still, listening and responding can't hurt; as time goes by and the other player begins to get used to corresponding with you, it's possible that the price offered for your services may rise to a level worth taking.

Having now discussed how to flesh out a letter and who to send it to let's finish with the final and key point, what to say . . . In outline everyone knows this and could probably do it in person: alliance (example- Turkey-Russia: how about you and me knocking over Austria and splitting the Balkans); neutrality (example- Austria-Germany: I'll stay out of Boh and Tya if you will); or requests for information (example- England-Turkey: are you planning on attacking Russia and if so what will you pay for some help). Unfortunately, far too many people think that the above examples of what you're really getting at are all you have to say. I can recall one pair of letters received in a game I'm in now where I have Austria with 7 centers with the other two main powers being France with 9 and England with 8. They roughly read "England - Austria, why don't you attack France as I already am. You should get a few centers eventually - by the way will you please stab your current ally Turkey so as to help me hold Moscow." The French player was a bit smoother but still appreciable came out with "I'm fighting Italy and you could stab him. You march south into the boot taking Tunis and Naples -- leave me with Rome and Venice and a piece in Tyrolia."

Before you laugh too hard at the above remember that these are fairly good players and that from board position one or the other is probably going to win the game if we have a single winner. The English player made every mistake there is to make. He offered no immediate gain for the player he was writing to, no move sequence showing how any gain was to be realized and no convincing argument why he wouldn't just leave me in the lurch. The note came out to a request for me to safeguard one of his otherwise doomed centers in the hopes of winning his future gratitude.

((Part 2 will be published next issue))

TO BE CONTINUED

Well, that's for now, kiddies. As you will realize as you are reading this, #15 arrived in your mailbox a bit late (again). Please bear with me as these are hard times. NO, but seriously, I made a big Boo-Boo by making the deadline for this issue 12/28/79 instead of 1/4/80. Brilliant me forgot that Tuesday, the day I normally print, address, and staple the # issue together fell on that day of all days, New Year's Day. Not only was everything locked up tighter XXXX than a virgin witch but of all the festive times of the year to spend typing! In summation, I SHOULD have extended the deadline one week, as all publishers with any brains did, but since I didn't, you get this about 4 or 5 days late. Humble apologies to all.

Bruce Linsey's VOICE OF DOOM (yes, Kelley, it's abbreviated VOD, not VD) issue #4 arrived the other day and Bruce must be striving to set some records. Not only has his circulation zoomed up to 98 already, #4 was a whopping 30 pages long! Keep up the great job, Bruce. By the way, one small correction should be made on your pg. 30. It was Char, not I who gave birth to Corey. However, I must confess that I did have something to do with it.

Hope you liked Dan Palter's article and are looking forward to Part 2 next time. Thanks to John Masters on the rating system. I look forward to future analysis from him on 1902 and 1903. Until next time, keep your blades nice and sharp and ready for use!

\*

\*

\*

\*

Notes and words of Wisdom:

SEE PAGE \_\_\_\_\_

WOULD YOU STANDBY IN \_\_\_\_\_ PG. \_\_\_\_\_

TRADE X

SAMPLE \_\_\_\_\_

THANK YOU \_\_\_\_\_

WAG-TH MINISTERS  
Ron Brown  
1528 El Sereno Pl.  
Bakersfield, CA 93304  
Contents

STUFF.....	pg.1
MORE STUFF & GAME OPENINGS.....	pg.2
ETHICS-A DISCUSSION.....	pg.3
KM-1 Announcement.....	pg.4
THE 3-WAY ALLIANCE.....	pg.5
PUBBER'S SURVEY.....	pg.6
PERCENTILE RANKINGS FOR NM.....	pg.7
RRR.....	pg.8
1979AI & 1978II.....	pg.9
1979C & 1979HN.....	pg.10
1979HO & 1979CW.....	pg.11
1979CF.....	pg.12
1979AH.....	pg.13
HOW TO USE COMPANIONS.....	pg.14
.....	pg.15

FIRST CLASS POSTAGE



Gerry H. Jones  
1854 Wagner St  
Pasadena, Ca.  
91107